

17. A method for playing a game including the steps of:

a) accepting bets on a registration of a game event performed by game elements being space vehicles capable of moving in space,

b) registration of a game event occurrence by a spatial position of the said space vehicles relative to at least one game event assessment element located in the same space outside the Earth,

c) allotting a payoff after registering on the Earth the said game event.

18. A method for playing a game according to claim 17, wherein the said registration of a game event occurrence is effected by a space vehicle which is the fastest to reach a position of the game event assessment element, wherein the said game event assessment element is space waste, the space waste being captured by the said space vehicle, and the said action of capturing space waste is the game event occurrence.

19. A method for playing a game according to claim 17, wherein the said game event assessment element is one of the solar system planets.

20. A method for playing a game according to claim 19, wherein the said registration of a game event occurrence is effected by a space vehicle, which is the fastest to reach a position of the said solar system planet, and the said action of reaching the said solar system planet by a space vehicle is the game event occurrence.

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21. A method for playing a game according to claim 19, wherein the said registration of a game event occurrence is effected by a space vehicle, which has gone the longest distance from the start to the said solar system planet, and the said registration of the longest distance from the start to the said solar system planet, gone by one of the said space vehicles, is the game event occurrence.

22. A method for playing a game according to claim 19, wherein the said registration of a game event occurrence is effected by a space vehicle, which has gone the shortest distance from the start to the said solar system planet, and the said registration of the shortest distance from the start to the said solar system planet, gone by one of the said space vehicles, is the game event occurrence.

23. A method for playing a game according to claim 17, wherein the said game event assessment element is a space vehicle launched prior to the said accepting of bets on a registration of a game event.

24. A method for playing a game according to claim 23, wherein the said registration of a game event occurrence is effected by a space vehicle, which has gone the longest distance from the start to the said space vehicle, launched prior to the said accepting of bets on a registration of a game event and the said registration of the longest distance from the start to the said prior launched space vehicle, gone by one of the said space vehicles, is the game event occurrence.

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25. A method for playing a game according to claim 23, wherein the said registration of a game event occurrence is effected by a space vehicle, which has gone the shortest distance from the said prior launched space vehicle, and the said registration of the shortest distance from one of the said space vehicles to the said space vehicle, launched prior to the said accepting of bets on a registration of a game event is the game event occurrence.

26. A method for playing a game including the steps of:

- a) accepting bets on a registration of a game event performed by game elements capable of randomly moving in space outside the Earth,
- b) registration on a space vehicle in space outside the Earth with its surface being divided into game fields, of a game event occurrence, such as hitting a game field by the said game element,
- c) allotting a payoff after registering on the Earth the said game event.

27. A method for playing a game according to claim 26, wherein the said game elements comprise meteoric particles.

28.. A method for playing a game according to claim 26, wherein the said game elements comprise space waste.

REMARKS

Reconsideration is respectfully requested.